CAPCOM

SNS-AR3E-USA

MEGA MAN X

Instruction Manual

KIDS TO ADULTS
K-A
AGES 6+

SUPER NINTENDO
ENTERTAINMENT SYSTEM

MEGA MAN X3

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting MEGA MAN X 3™, the newest adventure in the Mega Man saga. Following the success of MEGA MAN X 2™ and MEGA MAN 7™, this continuing series of Mega Man X vs. the Mavericks introduces Zero to once again bring excitement and action to your Super Nintendo Entertainment System.

MEGA MAN X 3™ features the C4 graphics chip that had such an impact on the graphic effects in MEGA MAN X 2™. We at CAPCOM ENTERTAINMENT are proud to bring you this thrilling new addition to your video game library.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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SAFETY PRECAUTIONS

Follow these suggestions to keep your MEGA MAN X 3 Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective box.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol or any other strong cleaning agents that can damage it.

GETTING STARTED

1. Insert your MEGA MAN X 3 Game Pak into your Super Nintendo Entertainment System and turn the power on.
2. Watch the introduction and then press START when the title screen appears.
3. Press the control pad up or down to move Mega Man X to one of the three options on the title screen. Then press START to choose the option. See OPTION MODE and PASSWORD sections in this manual for more information.
4. Choose GAME START to begin playing MEGA MAN X 3.
5. To end the game at any time, simply turn your Super Nintendo Entertainment System off and remove your Game Pak.

REPLOIDS ON THE WEB

Welcome to the exciting new ***REPLOIDS ON THE WEB*** site. Produced and created by the Cain Laboratory, under supervision by Dr. Cain himself, this web site is intended to;

1. Look into the creation and operation of **reploid** robots
2. Present up-to-date info on the latest technology **break-throughs**
3. Inform users of handling reploids to avoid **Maverick** problems

Just click on the category headings or the key words and away you go!

Introduction
Famous Reploids
Dr. Cain's Research Lab
News Update
Direct Sales
Emergency

EMERGENCY

Alert! Alert! The **Doppler** research reploid has inspired a revolt in **DopplerTown**. The Maverick **virus** has broken through the Doppler **anti-virus**, and it appears Doppler has caused it. All previous postings here about the anti-virus are incorrect. The anti-virus is a placebo. ***REPEAT: the anti-virus is a placebo!***

DopplerTown is over-run with Mavericks. Utopia has ended before it even started. Take cover quickly. Virus is spreading rapidly. Cain Laboratory is being infiltrated. **Maverick Hunter Units** on FULL ALERT. **Mega Man X** and **Zero** . . . mobilize! Grave danger!

USING MEGA MAN X

Fire Weapon	Press **X** button
Jump	Press **B** button
Use X-buster	Hold **Y** button until charged, then release **Y** button to fire
Dash	Press **A** button, or tap control pad forward twice quickly
Dash jump	Dash, then press **B** button
Climb wall	Jump to wall, then press control pad up or down while repeatedly pressing **B** button.
Change weapon or Pause Game	Press **START** button. Then use control pad to highlight weapon or power and press **START** to begin play
Change weapon during play	Press **L** or **R** button (You must gain a weapon first to be able to use this)

USING ZERO

At any point during a stage you may switch characters you control from Mega Man X to Zero, and back to Mega Man X if you want. Once you change back to Mega Man X from Zero you cannot use Zero again until you exit the stage. When using Zero, do not let him perish. He has only one life, and cannot return once he dies. Zero can only collect energy tablets, and cannot light Mavericks.

Change to Zero or Mega Man X

Press START to bring up the Weapon Select Screen. Press R button to communicate with Zero or Mega Man X. Press START to select the character.(If the communication screen is static, Zero is not available)

Fire Weapon — Press Y button

Jump — Press B button

ZERO'S SPECIAL ATTACKS

1 Hyper-Zero Blaster — Hold Y button for 2 seconds, then release Y button to fire

2 3-fold Saber Beam Attack — Hold Y button until fully charged. Release Y button for Hyper Zero-blast. Then press Y again at any point for a second blast.

Then, at any point, press the Y button a third time to release the Saber Beam Attack.

DOPPLERTOWN SELECT SCREEN

After battling your way through the invaded **headquarters**, you will be presented with more information on the whereabouts of the Maverick leaders inside DopplerTown. This is the stage select screen where you choose which Maverick to battle.

1 Use the control pad to highlight the stage you want, then press **START**, **Y** button or **B** button to select the stage.

2 After you have **defeated** the 8 Maverick leaders, Mega Man X and Zero can advance to the next set of levels. To return to one of the original 8 levels, just move the cursor to the blackened picture of the Maverick and press **START**.

WEAPON SELECT SCREEN

The weapon select screen is also your status screen. It will show you:

Use the **control pad** to highlight the item you want to use, then press the **START** button to begin play.

1 Weapons will appear here when you acquire them. Defeat a Maverick leader and acquire its **weapon**. Recharge the weapon by collecting **weapon capsules**.

2 You start with 2 extra lives. Add to Mega Man X's lives by collecting the Mega Man **icons**. *Remember: Zero has only one life so use it wisely.*

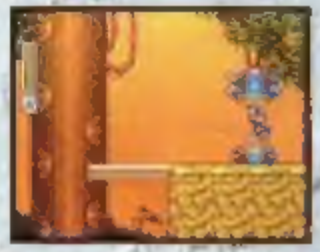
3 Increase the length of Mega Man X's health bar by finding the **heart tanks** hidden in each stage. Recharge Mega Man X and Zero's health by collecting **power capsules**.

4 Use your weapons and armor to locate hidden subtanks. Power them up by collecting power capsules, then when your health gets low use one to recharge your health.

5 You can **escape** a stage only after you have defeated that stage's Maverick.

ARMOR CAPSULES

The trusty Dr. Light has once again hidden some secret capsules that will enhance Mega Man X's abilities. When Mega Man X steps into one of these capsules, it will come to life and change the appearance of Mega Man X.



Here are descriptions of what some of the capsules do to Mega Man X:

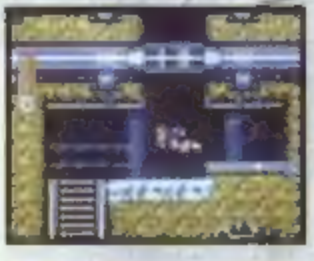
BEAD-**Item Radar**—When a Maverick in a stage is defeated, and you re-enter the level, a map will appear at the beginning of the level to show you where hidden items are located.

ARMOR CAPSULES cont.

BODY-**Protect Armor**—Automatically creates a defense shield on Mega Man X's chassis that reduces damage by 50%.

LEG-**Air-Dash Boots**—The boots allow Mega Man X to perform the air dash in 3 different directions:

Up: Press **B** button to jump, then press ↑ on the control pad and hold the **A** button simultaneously to dash straight up.



Left: Press **B** button to jump, then press ← on the control pad and simultaneously hold the **A** button to dash to the left.

Right: Press **B** button to jump, then press → on the control pad and simultaneously hold the **A** button to dash to the right.

ARMOR CAPSULES cont.

ARM-**Double Charge Shot**
Makes X-buster power much more powerful. Sends out a double charge blast. If timed correctly, you can overlap the double blasts to create one huge cross-over explosion.

ROBOT RIDE ARMOR

In addition to the Armor Capsules, Dr. Light has set out 4 different armors known as **Robot Ride Armor**. Mega Man X and Zero must find these 4 armors, each with different capabilities and functions. The armor looks like a giant robot that Mega Man X can activate by jumping into it. Once you find an armor, you may use the armor in any stage where you may find the Robot Ride **platforms**.

If you have found an armor, the platform will activate. A menu will appear just to the left of the platform, so use the control pad to select which armor you would like to use. While in the Robot Ride Armor, Mega Man X and Zero will not be damaged. The armor can be damaged, but can be healed by returning to

ROBOT RIDE ARMOR cont.

the platform. If the armor is destroyed, you cannot use it again until you enter a new stage.

Here is a list of some Robot Ride Armors:

CHIMERA

Use the regular attack and dash functions inherent to Mega Man X.

HAWK

Press **B** button to jump, then press and hold **B** again to hover in the air. Press **Y** button to shoot missiles.

CHARACTER PROFILES

Mega Man X

Reploid leader of the 17th Unit, Maverick Hunters. His creation is shrouded in mystery; nobody knows why he was built and then buried. Can X learn?

X is famous among Maverick Hunters for defeating Sigma twice and leading to its ultimate demise. X understands his role, and believes deeply in the need to protect reploids and humans alike. But he has an inner conflict about fighting and violence.

Zero

Zero is Mega Man X's best friend and partner. His creation is a mystery as well, yet many rumors and much speculation have arisen. Recently destroyed to protect X, Zero has been revived to continue the aid he has offered X in the past.

Once part of the 17th Unit, Maverick Hunters, Zero now leads a Special #0 Class Unit. Always cool and calm, Zero takes quick action against the evil forces he hates so much.

CHARACTER PROFILES cont.

Dr. Doppler

A scientist reploid created to support humans in creation of reploids. Equipped with a high-performance neuro-computer, Doppler was instrumental in determining the cause of the recent Maverick outbreak. Its' anti-virus was revolutionary and once again brought peace to the world."

Re-programmed to build a utopian world called DopplerTown where humans and reploids lived in harmony. It grew too quickly and became infected with the same virus it was believed to remedy. Doppler incited a new Maverick outbreak and created chaos in DopplerTown. It changed its computer body into one geared for battle and gathered all the reploids in its' first move in war against humans.

Vile

Once a top henchman for Sigma, Vile was destroyed at the hands of Mega Man X and Zero. When Doppler became virus-infected, its' first move was to revive Vile. When Vile became infected with the same computer virus, it went completely nuts. Doppler could not control Vile, Vile went on a rampage, and has become so stricken with hatred for Mega Man X and Zero, who knows what its' intentions are?

OPTION MODE

Choose the **OPTION MODE** from the title screen to adjust the configuration of your control pad functions or switch the sound mode.

- Use the control pad to highlight a function you want to change, then press the button on the control pad you want to have perform that function. **SELECT L** and **SELECT R** refer to the buttons which control changing your weapon during gameplay.
- To change the sound mode from **STEREO** to **MONO** or vice versa, highlight SOUND MODE and then press left or right on the control pad.

To return to the title screen, highlight **EXIT** and press **START**.

PASSWORDS

When you run out of lives, you will be shown a password. Copy down this password to save your game. When you want to begin your game later with the same Maverick leaders defeated, highlight **PASSWORD** from the title screen and press **START**.

- Use the control pad to move the cursor to the space you want to enter a letter in.
- Press Y or B buttons to change a letter or number.
- When complete password has been entered, press control pad down until **START** is highlighted.
- Then press the **START** button to enter password.
- If your password is incorrect, a message will notify you and you will have to change the password.

MAVERICKS

Blast Hornet
Weapon: Parasitic Bomb

Blizzard Buffalo
Weapon: Frost Shield

Gravity Beetle
Weapon: Gravity Well

Toxic Seahorse
Weapon: Acid Burst

Volt Catfish
Weapon: Triad Thunder

Crush Crawfish
Weapon: Spinning Blade

Tunnel Rhino
Weapon: Tornado Fang

Neon Tiger
Weapon: Ray Splasher

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2. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Merchandise Authorization number. Simply record this number on the outside of your shipping package, and return the entire PAK freight prepaid at your own risk of damage. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

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Consumer Service Department
475 Oakmead Parkway
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If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Merchandise Authorization number. You may then record this number on the outside of your shipping package and return the defective PAK freight prepaid at your own risk of damage to Capcom, enclosing a check or money for $15.00 payable to CAPCOM. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKs are not available, the defective product will be returned to you and the $15.00 payment refunded.

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Begining

7741

5231

3441

2486

end within zero

7377

5633

6462

7835

Zero's Sabre

7377

7533

6462

7533

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